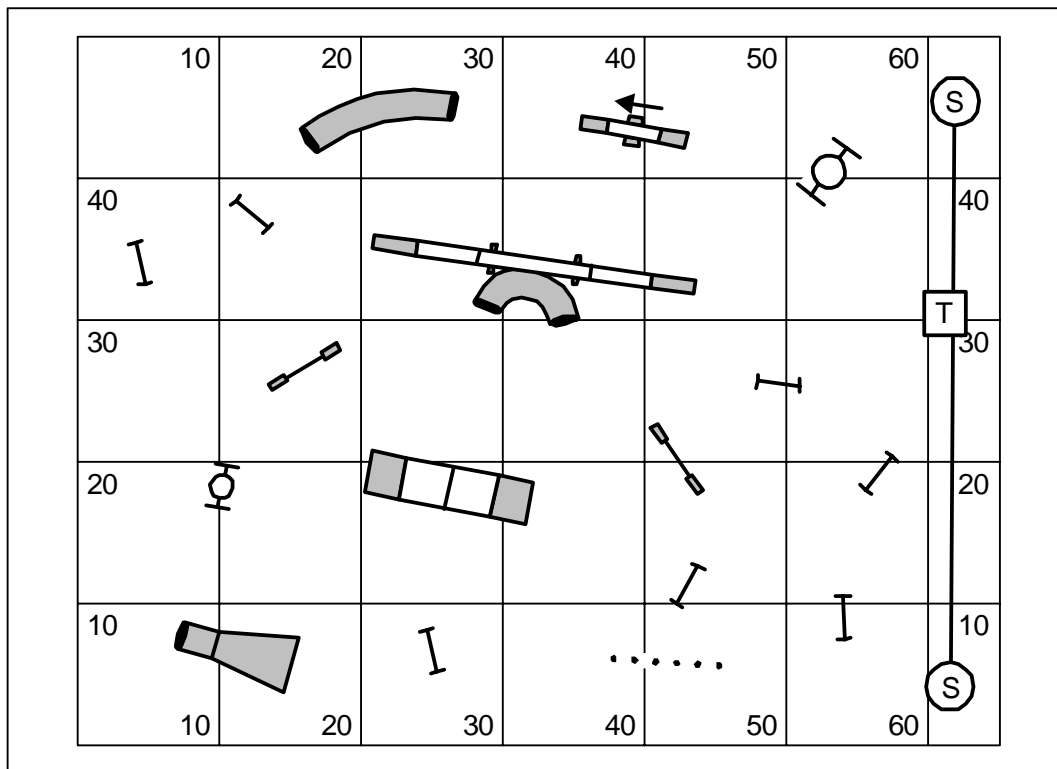


Dare to Double



Dare to Double is the invention of Darlene Woz and was the winner of the 1995 Clean Run magazine games contest. Dare to Double is a game of strategy and daring. This game is sometimes referred to as Double Dog Dare Ya.

Briefing

Dare to Double is a simple dog's choice game, which means that he will earn points for taking obstacles in the order and direction of his own choosing. The team has 50 seconds to accumulate as many points as possible. The game begins at a start line designated by the judge and ends at the table or a designated finish line.

The team must get to the table before course time elapses. If the team gets to the table before time expires, they keep all points accumulated on course. If the team fails to do so, half of the team's points are lost.

The value of scoring obstacles is based on a simple 1-3-5-7 system:

- 1 point for jumps
- 3 points for tunnels and tire
- 5 points for dogwalk and weave poles
- 7 points the teeter

Scoring obstacles can be taken only twice for points. Back-to-back performances are allowed. Jumps that are knocked down will not be reset and will have no subsequent value.

The A-frame has a special value (Note that the A-frame was not included in this list above). It is the doubling obstacle. During the run, a handler may double his current points by performing the

doubling obstacle. A successful performance doubles all points earned up to that time. If, however, the dog faults the A-frame, then the dog loses half of his existing points.

A handler may double points any time he wishes, as many times as he wishes. The only restriction on doubling is that the A-frame cannot be performed back-to-back. Thus, the handler must do another obstacle, for points, before attempting to double point values again.

A warning whistle is blown 15 seconds prior to the expiration of time. If the dog does not make it to the table (where time stops) by the end of the Standard Course Time, then the dog will be faulted, losing half of all the points he has accumulated.

Scoring

Dare to Double is scored points then time. The winner is the dog finishing with the most points. In case of a tie, time is the tiebreaker. The table is live during the entire run. If the dog gets on the table at any time, scoring ends.

The scribe's notations must be made in streamline fashion so that the scorekeeping table can easily decipher when to apply doubling, when to add points, and when to halve the score. For example, the scribe might write:

1 2 3 D 5 4 6 F 6 7 5 D 3 D

The scorekeeper would score this as 132 points. Note that the value of the doubling obstacle is recorded as "D," which means to double the previously accumulated points. "F" indicates that the dog faulted the doubling obstacle and the half of the total points accumulated (up to that point) will be lost.

Strategies

The doubling obstacle is the key to accumulating the most points and winning the game. Consequently, performing the doubling obstacle as often as possible is desirable. Double early, double often is the key to the game.

Since scoring obstacles can only be done twice for points, the handler should make judicious use of those obstacles near the A-frame. It doesn't make much sense to do all the obstacles around the A-frame before doubling. It's a better strategy to do an obstacle once, then double on the A-frame; do the single obstacle again, and then double on the A-frame, and so forth.

When playing with a 15-second warning whistle, and the fault for failure to get to the table by the expiration of time costs the team "half" of its score, the handler might think about the implications of being able to double three more times and taking the time fault, rather than racing on to the table to stop time and scoring.

The biggest mistake handlers make when playing the game for the first time is *not* understanding that there is no limit to the number of times the dog can be directed over the A-frame (all other obstacles are limited to twice). Also, the handler mightn't appreciate the relative value of the A-frame. Consider for example that the dog has done the A-frame three times... so that now the A-frame has a value over 50 points (making a 50 pt score into 100!). What is the use of chasing after the 7 point obstacle when the A-frame is of such a high value?

Qualifying and Titles

Dare to Double is an eligible titling game in the TDAA. The qualifying criteria reflects the “doubling” nature of the game:

- Games I – A score of 40 or better
- Games II – A score of 80 or better
- Games III – A score of 160

Course Design

The judge/course designer of Dare to Double should take care that the intervals between obstacles for TDAA should be minimized, allowing flows with an average of 8’ to 10’. This allows the little dogs to accumulate points in a timely manner, and not make it an experience of running across huge transitional distances.

Typically the A-frame should be surrounded by jumps allowing the intrepid handler to establish a doubling strategy without having to go too far out of the way to score on an obstacle.

Also, the table should be placed far enough away from the A-frame that the handler is challenged to show good timing, knowing when to stop and make a run to stop time, and when to hang in just a bit longer to get one last doubling score.